I'm human

Cranium whoonu instructions pdf

Cranium instructions.

Welcome to Cranium Whoonu, where players take turns being in the spotlight as the Whoozit and try to guess each other's top preferences! Everyone shares fun surprises when the Whoozits reveal their favorites. Who knows you best? The goal is simple: win points by correctly guessing your friends' favorite things. To play, set up tokens according to how many players there are: - For 3 players, use tokens 1 to 4 in stacks of 3. - For 4 players, use tokens 1 to 6 in stacks of 4. - For 5 players, use tokens 1 to 4 in stacks of 5. - For 6 players, use tokens 1 to 5 in stacks of 6. The player whose birthday is next gets the Whoonu envelope and becomes the first Whoozit. Give everyone else four cards from their hand. The remaining cards are placed face down. In each round, you guess the Whoozit's top preferences by choosing what you think they like best from your four cards. Keep the rest secret until the next round. Place a certain number of cards in the Whoonu envelope based on how many players there are: - 3 or 4 players: Each player puts two cards. - 5 or 6 players: Each player puts one card. The Whoozit arranges the cards from least favorite to most favorite, placing each next to a stack of tokens. Score points as you figure out what the Whoozit likes best. The Whoozit reveals the least favorite thing first, then continues until all are revealed, awarding more tokens for each correct guess. When everyone has been the Whoozit and all tokens are awarded, add up your points to see who wins! How to Play Cranium Whoonu: **Starting Your Game** First, learn how easy it is to start and play Cranium Whoonu! It's one of many fun games in the "Cranium" family. In this game, you'll discover people's favorite things by guessing! **The Game Basics** Similar to Apple to Apples and Dixit, players choose a card from their hand that they think the current "Whoozit" will like best. The more you guess correctly, the higher your chance of winning! You might not know everyone's favorite things as well as you thought. **Cranium Whoonu Rules Guide** This guide covers: - What is Cranium Whoonu? - What you need to play - How to win - FAQs and similar game guides **How to Play Cranium Whoonu** It's a simple game where you get points by guessing the Whoozit's favorite thing. Whoever gets the most points wins! The game is perfect for kids and adults, revealing things you might never have known about the people you play with. **Game Details** - Number of players: 3-6 - Ages: 8+ - Difficulty: Easy - Length of play: 15-30min - Category: Card, family, party, humor Here's how to play Cranium Whoonu: In a 5-6 player game, each player secretly adds one card to the envelope. Once all players have added their cards, the Whoozit takes them out, reviews them, and puts them in order from least favorite to most favorite face-down next to the number token stacks. The Whoozit's least favorite card goes next to the "1" stack, while their favorite card goes next to the highest numbered stack. After all cards are placed, the Whoozit reveals each one, starting with the least favorite, and players take tokens based on their revealed cards. Each round starts with a new reveal, then everyone passes their hand of cards to the left and draws one new card. The player who got no cards becomes the new Whoozit for the next round. Rounds continue until all tokens are gone, at which point the game ends. To win, you need to have a higher score than any other player. Note: Since Cranium Whoonu is no longer in production, fans can still find copies online or create their own printable versions. The rules don't mention what to do in case of a tie, so it's suggested playing one more round or declaring both players the winner. Planet Cranium: A Game of Wits and Creativity **Gameplay** * Teams are divided into two, three, or four members. * Each team selects a game piece to move around the board. * The team with the birthday player goes first, followed by play in a clockwise direction. **Color Spaces** * **Blue Cards: Creative Cat** + Vague clues lead to creative activities, such as drawing or molding putty. * **Green Cards: Performer Stars** + Themed cards require teams to act out impressions, humming tunes, or speaking like famous people. * **Yellow Cards: Word Worm** + Spelling and anagram challenges test teams' linguistic skills. **Card Categories** * **Creative Challenges** + Cloodle: One team member draws while others guess the word or phrase. + Sensosketch: The drawer must have their eyes closed, adding an extra layer of challenge. * **Fact Cards** + Direct questions require teams to answer correctly. * **Select Quest Cards** + Four multiple-choice options lead teams to the correct answer. * **Polygraph Cards** + Teams evaluate statements as true or false. **Gameplay** * In each round, teams complete an action on the board and move up the field. * The game continues until all actions have been completed, with the winning team being the first to reach the end of the board. When a team chooses their first card from the four categories, they must complete it successfully. If they do, they roll dice to move to the next square. The turn ends after cards are dealt. If they finish before time runs out, they advance on colored dice or Cranium space planets. Scenic Route and Fast Lane is an initial activity in Planet Cranium rooms.